

1.-20. (Cancelled)

21. (New) A competitive educational driving board game for a plurality of players, which compromises:

- (a) a game board having a plurality of paths illustrating roadways and having a plurality of spaces located therein, and having a beginning space and an ending space;
- (b) a plurality of icons, each of said icons representing a motor vehicle for movement along said plurality of spaces on said board;
- (c) a plurality of game cards, each of said plurality of game cards having instructions thereon at least one of said plurality of game cards representing an event, at least another one of said plurality of game cards representing an icon movement, at least another one of said plurality of game cards representing an icon freeze, at least another one of said plurality of game cards representing a fine, at least another one of said plurality of game cards representing a penalty, and at least another one of said plurality of game cards representing a bonus;
- (d) at least two chance devices, at least one to determine movement of said icons along said plurality of spaces by generally sequential use of said chance device by a plurality of players for competitive movement along said plurality of spaces; and,
- (e) instructions setting forth rules for playing said competitive educational driving board game, said instructions relying upon random movement and chance for both play and instruction;

wherein said instructions direct a plurality of players to move along said plurality of spaces in accordance with the random outcomes of at least one said chance device with an object of the game to move from said beginning space to said ending space and to incur fines and penalties for violating rules of the road as they appear in at least one of said spaces, said game cards and said instructions; and

wherein at least one of said at least two chance device includes a spinner board having a first spinner and a second spinner wherein said first spinner is located on an alcohol level layout and said second spinner is located on a speed layout.

22. (New) The competitive educational driving board game of claim 21 wherein said starting space and said ending space is the same space.

23. (New) The competitive educational driving board game of claim 21 wherein said plurality of paths include roadway indications including stop signs and one-way signs.

24. (New) The competitive educational driving board game of claim 21 wherein said plurality of paths include roadway instructions including divided roadway representations with passing zones and no passing zones.

25. (New) The competitive educational driving board game of claim 21 wherein some of said plurality of spaces contain signal light representations of green lights, red lights, and

yellow lights, and wherein said game cards include one of said signal lights such that when a player lands on a space with a particular signal light color, the player must select a game card having that color signal light.

26. (New) The competitive educational driving board game of claim 21 wherein said game further includes a billboard with illustrations which include a speeding chart, a board violation chart and an alcohol level chart.

27. (New) The competitive educational driving board game of claim 21 wherein said chance device is selected from the group consisting of a die, dice, a spinner board and combinations thereof.

28. (New) The competitive educational driving board game of claim 21 wherein a portion of said game cards relate to violations which direct a user to spin one of said first spinner and said second spinner to determine the gravity of the violation and to derive penalties and fines therefrom.

29. (New) The competitive educational driving board game of claim 21 which further includes a plurality of drivers license cards for a plurality of players, which license cards may be suspended or revoked during game play in response to specified spinner outcomes.

30. (New) The competitive educational driving board game of claim 21 which further

includes a space designated as a director space and said instructions dictate that the first player to arrive at the director space will be given specific special authority to resolve disputes and to specify fines and penalties within specific ranges against other players.

31. (New) The competitive educational driving board game of claim 21 wherein said instructions and other components of the game include rules of the road and fines and penalties corresponding to state law.

32. (New) The competitive educational driving board game of claim 21 wherein said starting space is a parking lot having sufficient parking spaces to accommodate a plurality of icons.

33. (New) The competitive educational driving board game of claim 21 wherein said game further includes a coin having a positive outcome on one side thereof and a negative outcome on the obverse side thereof for specified event resolution.

34. (New) The competitive educational driving board game of claim 21 wherein said game further includes a rap sheet for maintaining player penalties and fines.

35. (New) The competitive educational driving board game of claim 21 wherein said chance device is at least one die.

36. (New) the competitive educational driving board game of claim 35 wherein said die

is a cube having one blank side and having five remaining sides with count indicia selected from the group consisting of 1, 2, and 3.

37. (New) The competitive educational driving board game of claim 21 wherein said icons are in the form of automobiles.

38. (New) The competitive educational driving board game of claim 21 wherein said pathways include spaces with road line passing designations, spaces with no passing designations, and spaces with divided roadway designations.